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THE AGE OF WRATH
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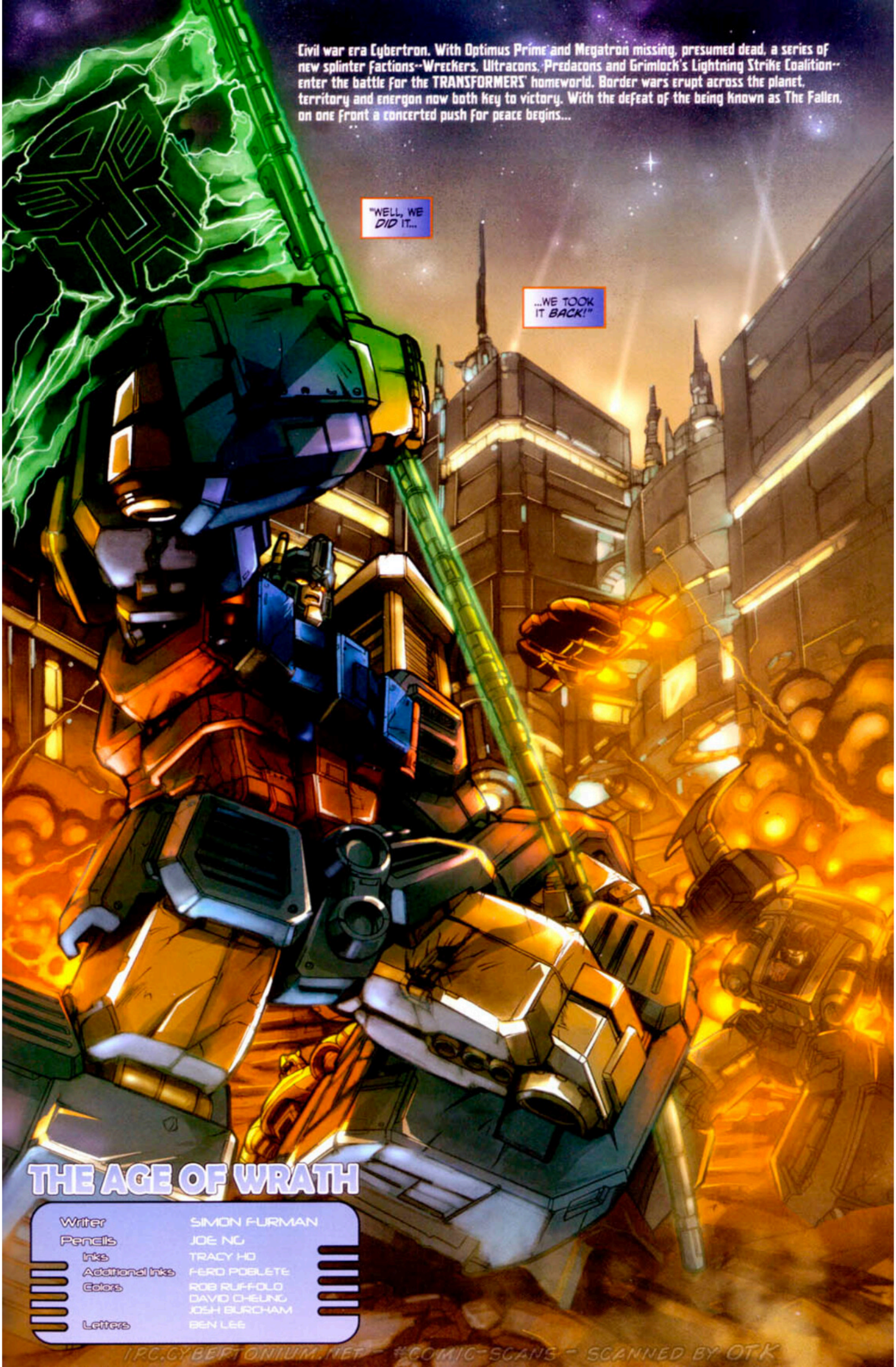

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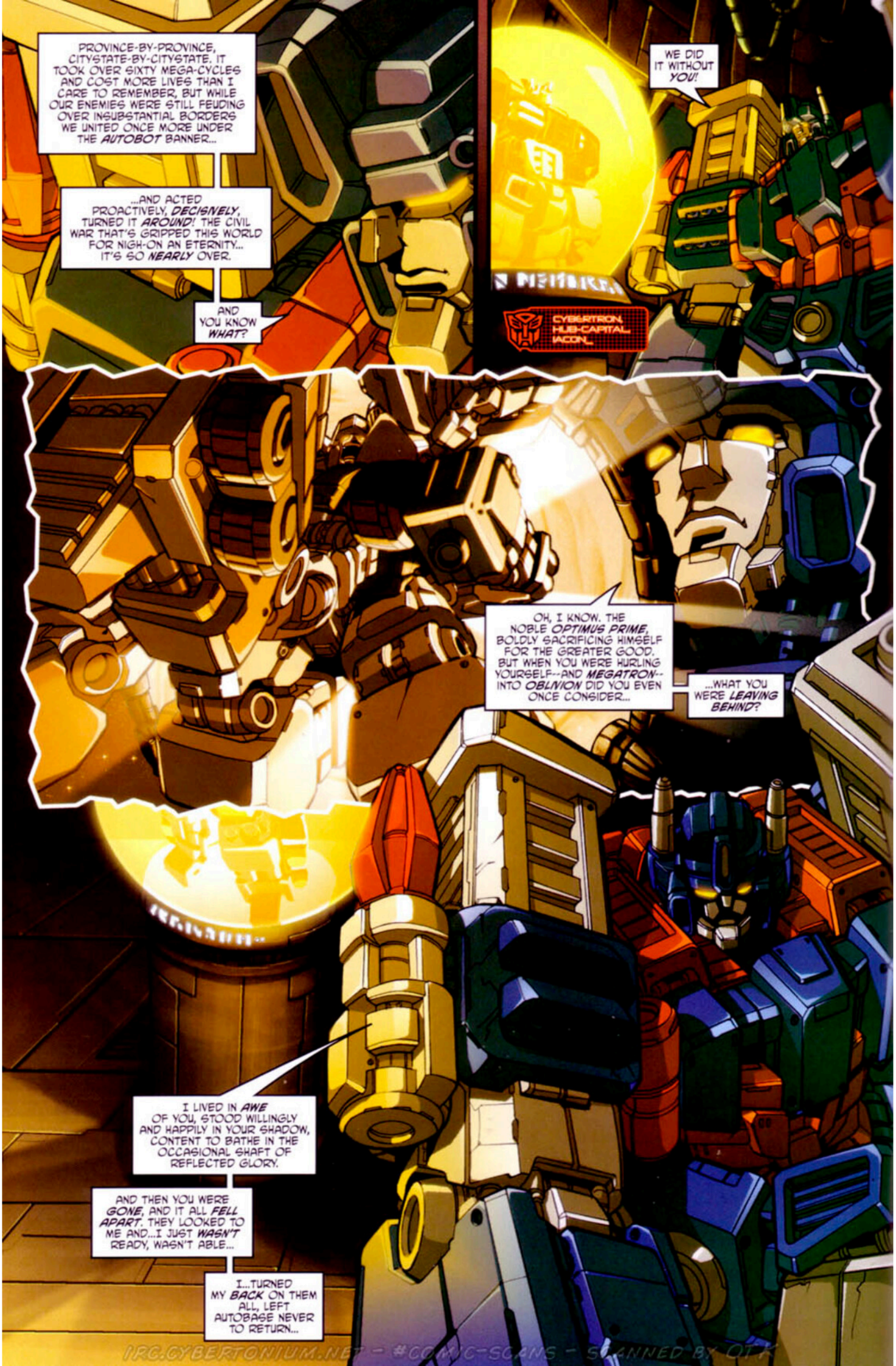

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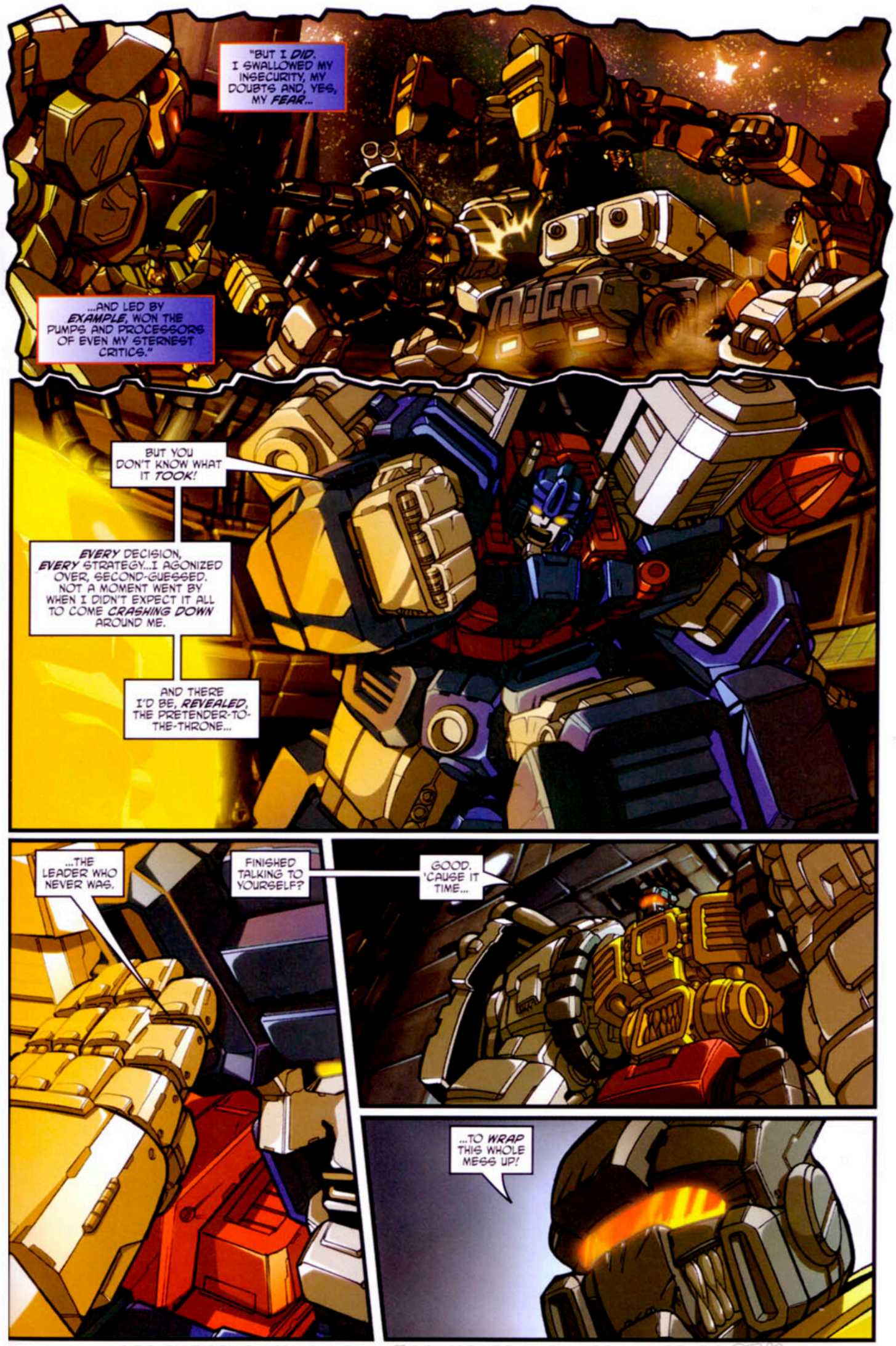

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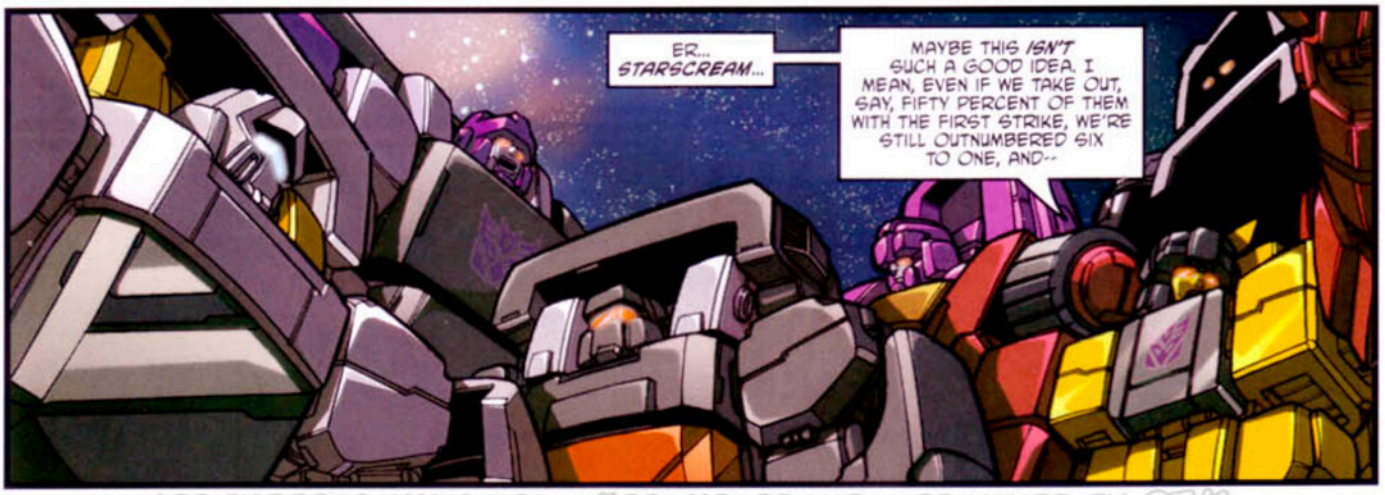

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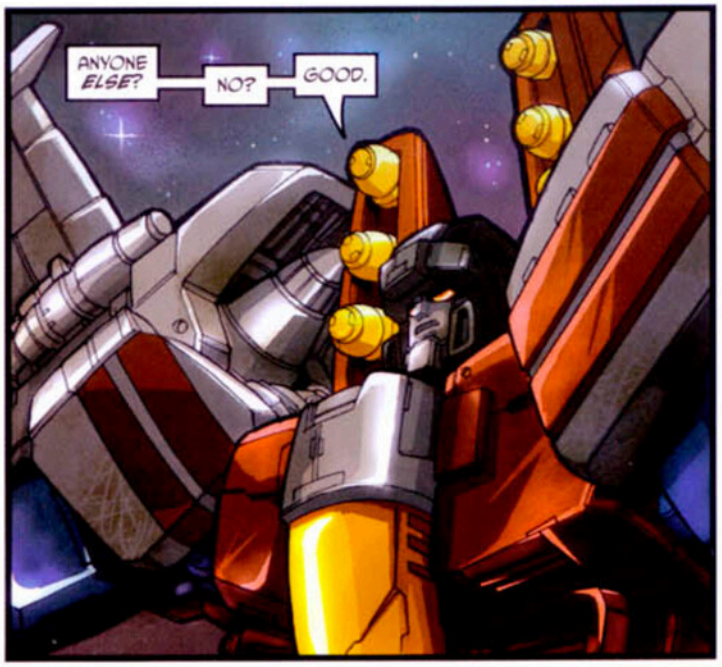

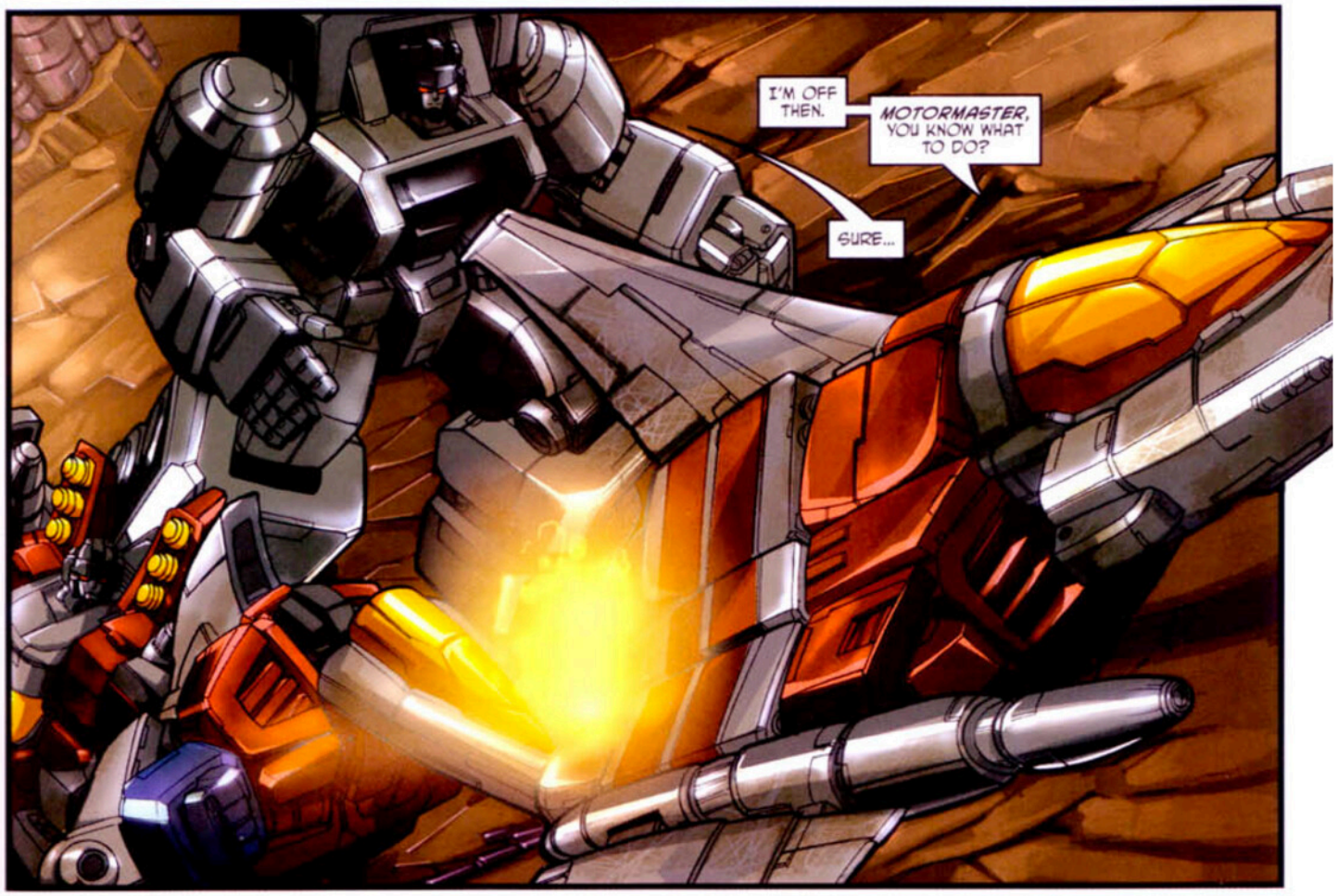

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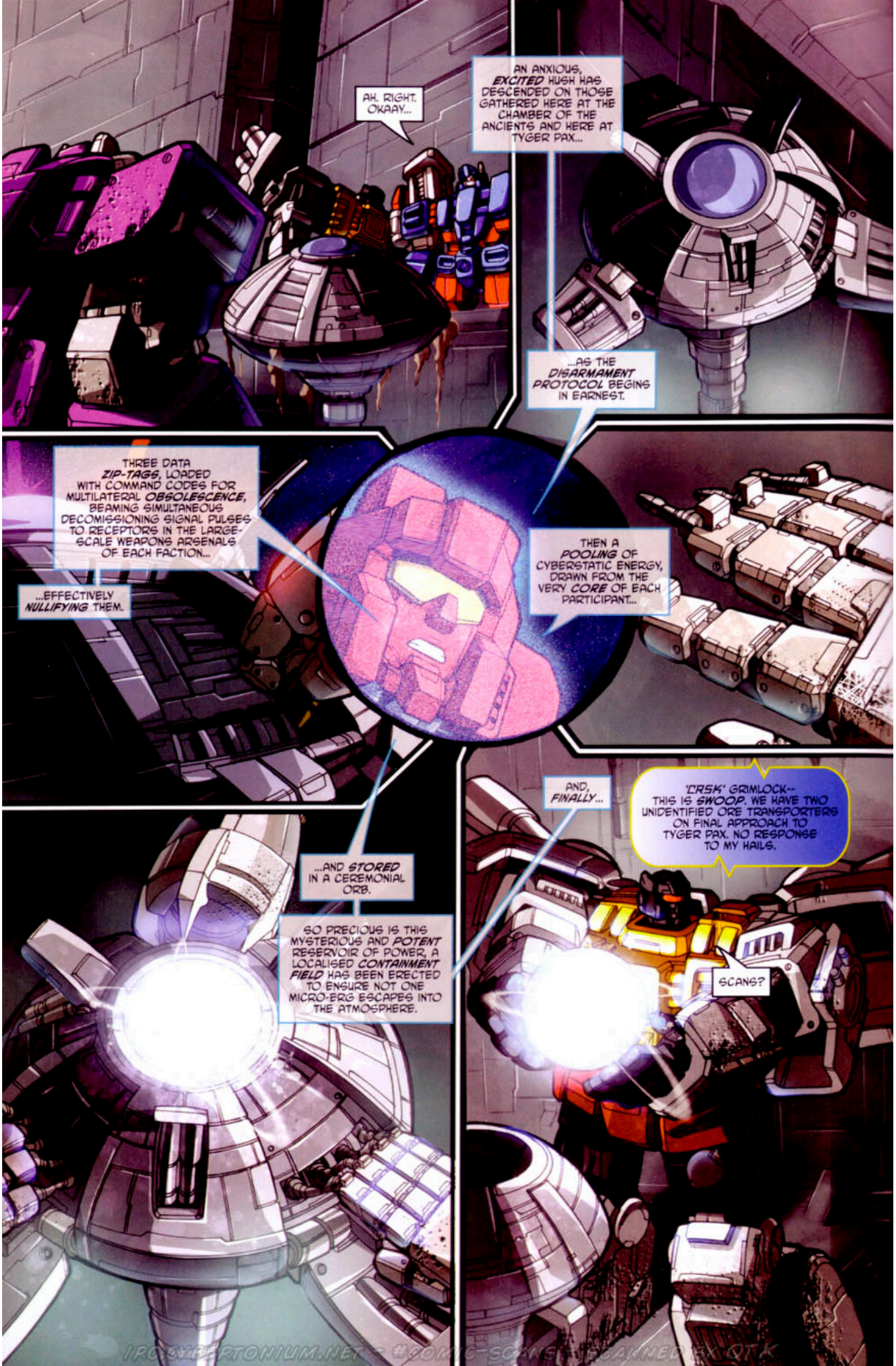

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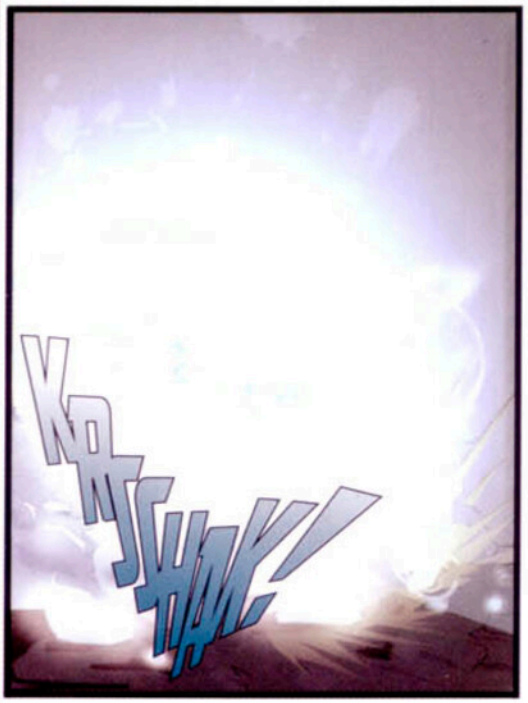

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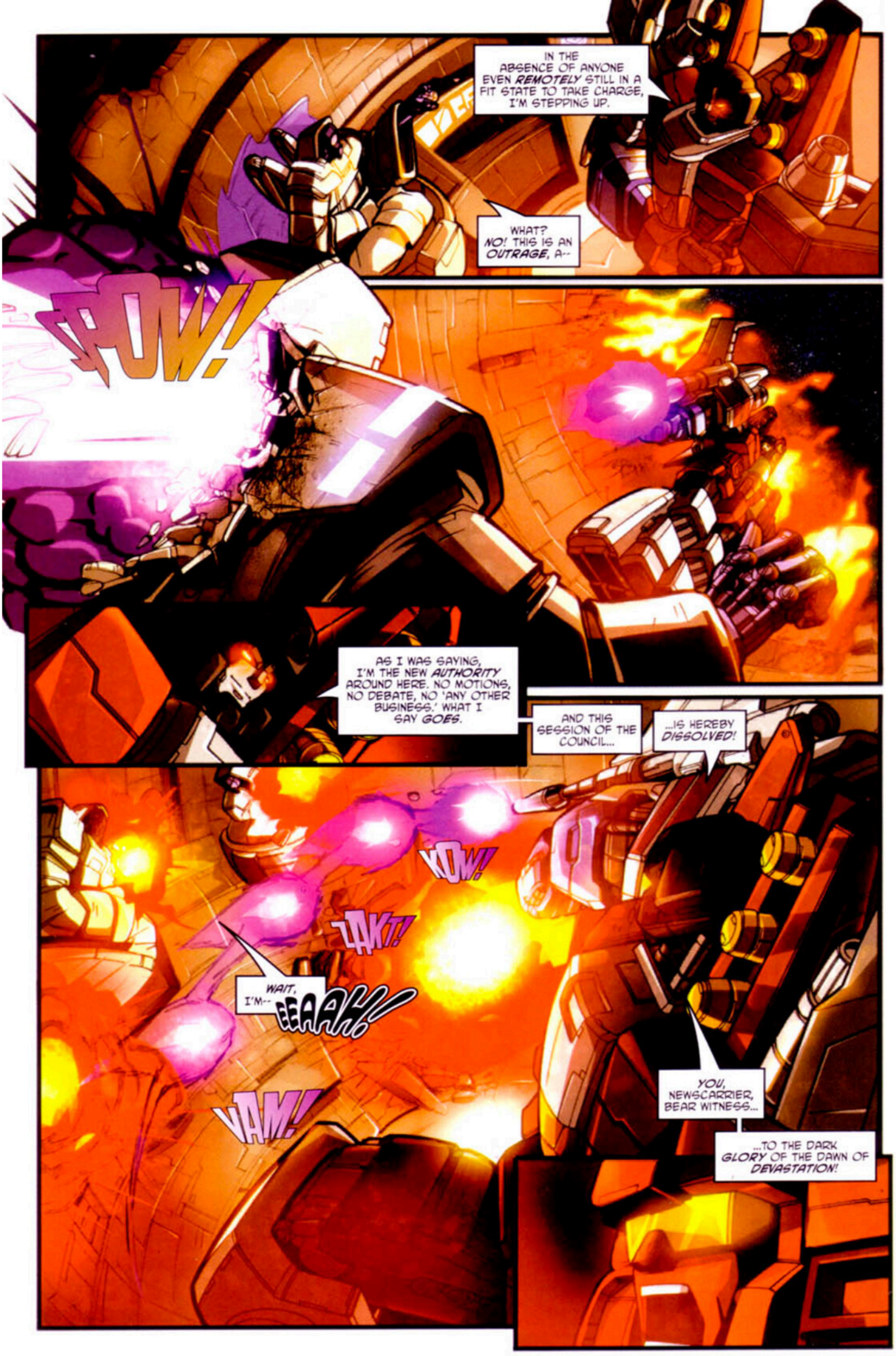

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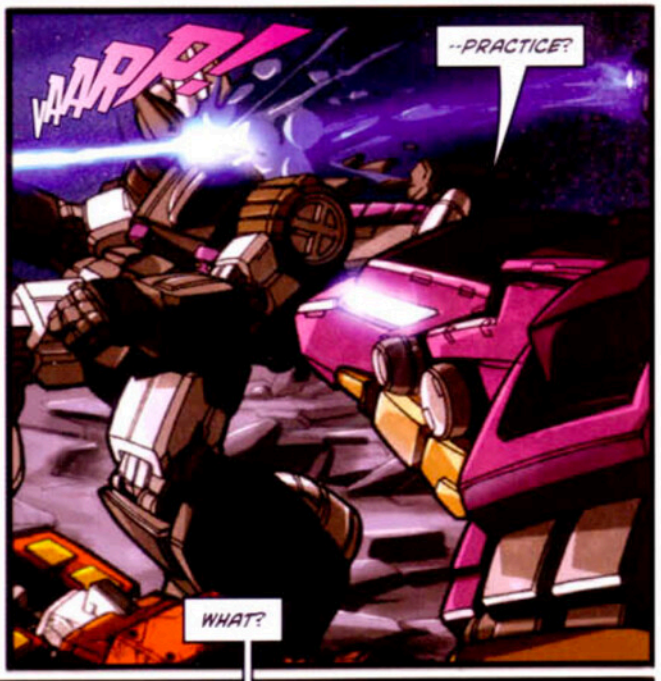

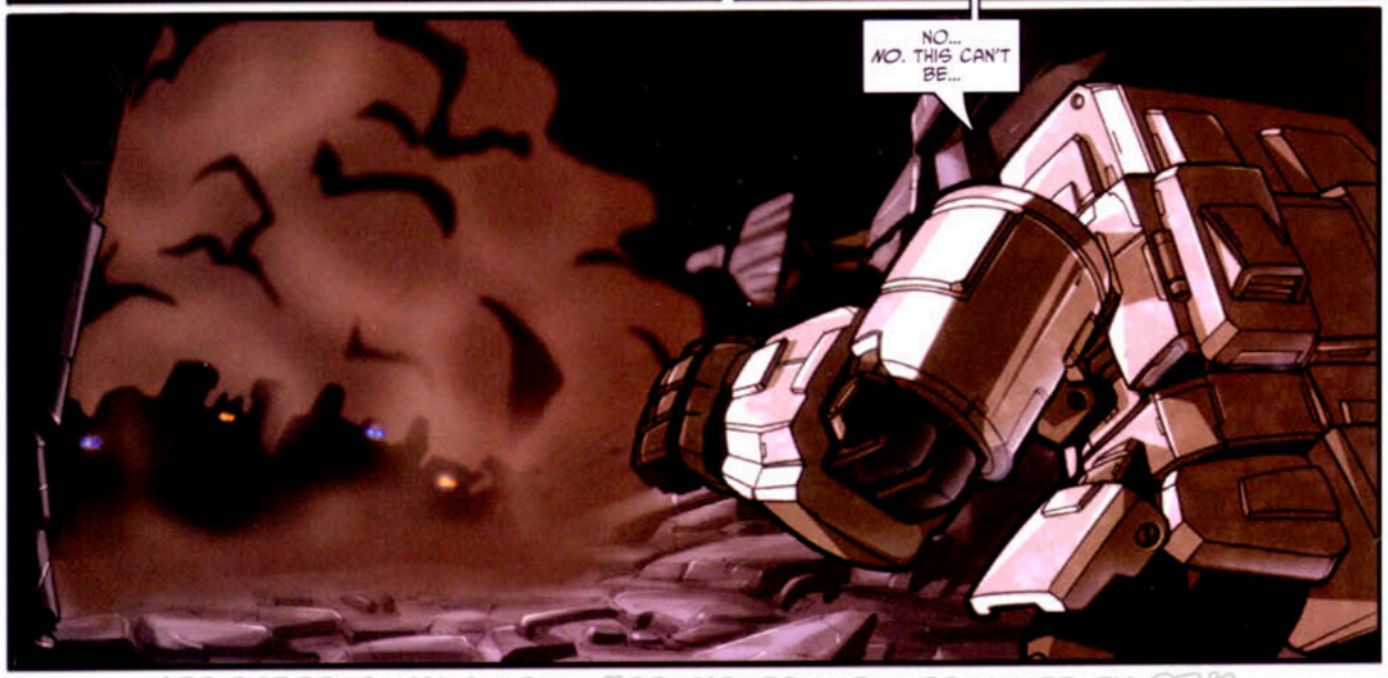

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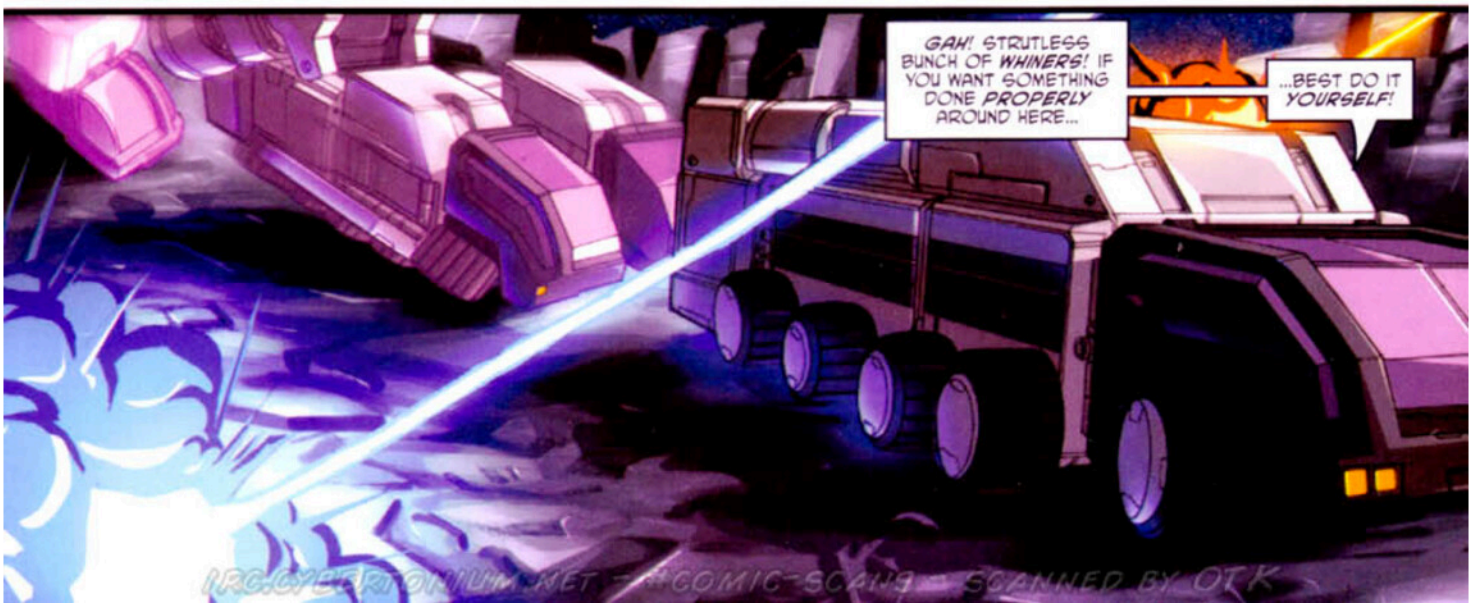

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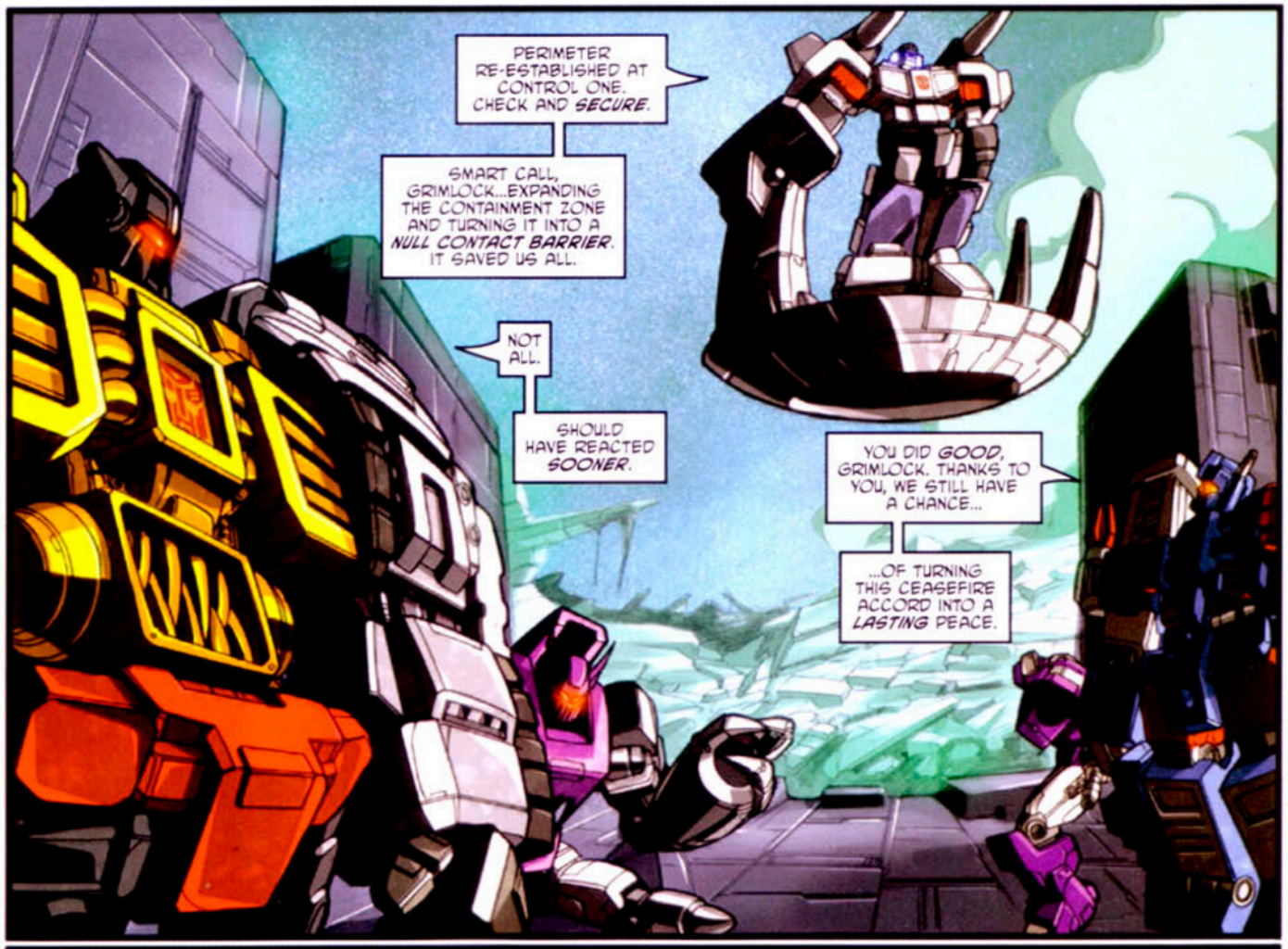

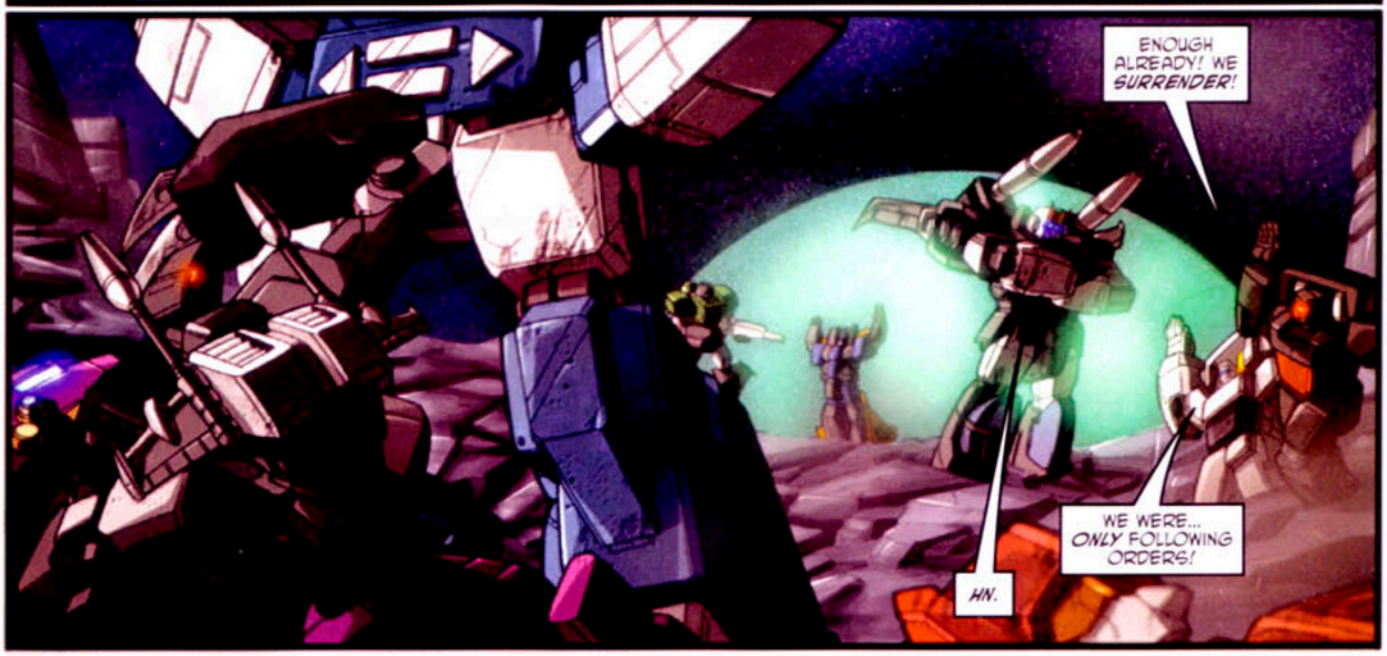

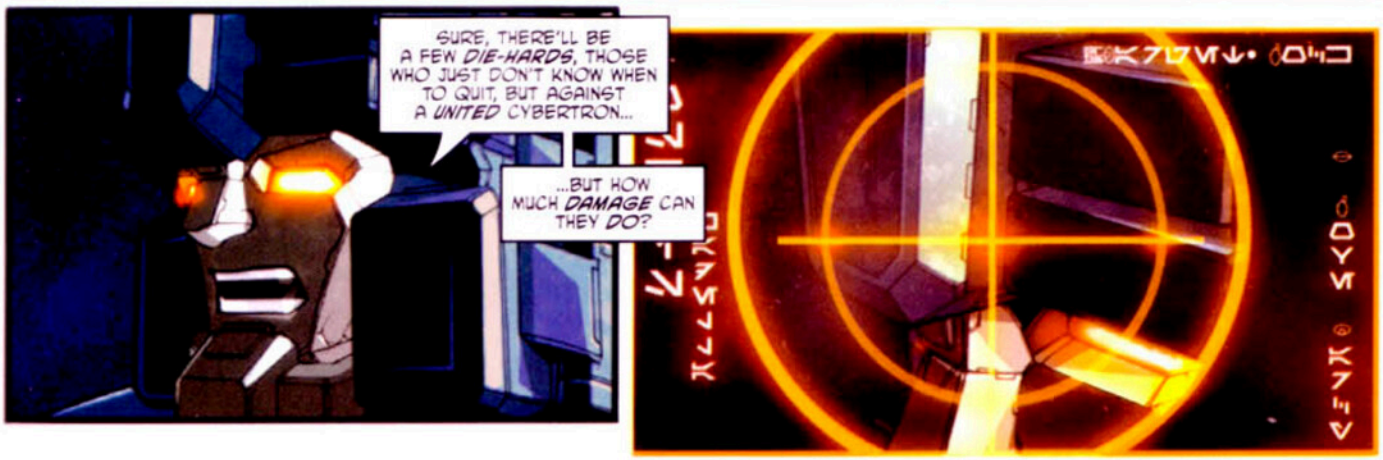

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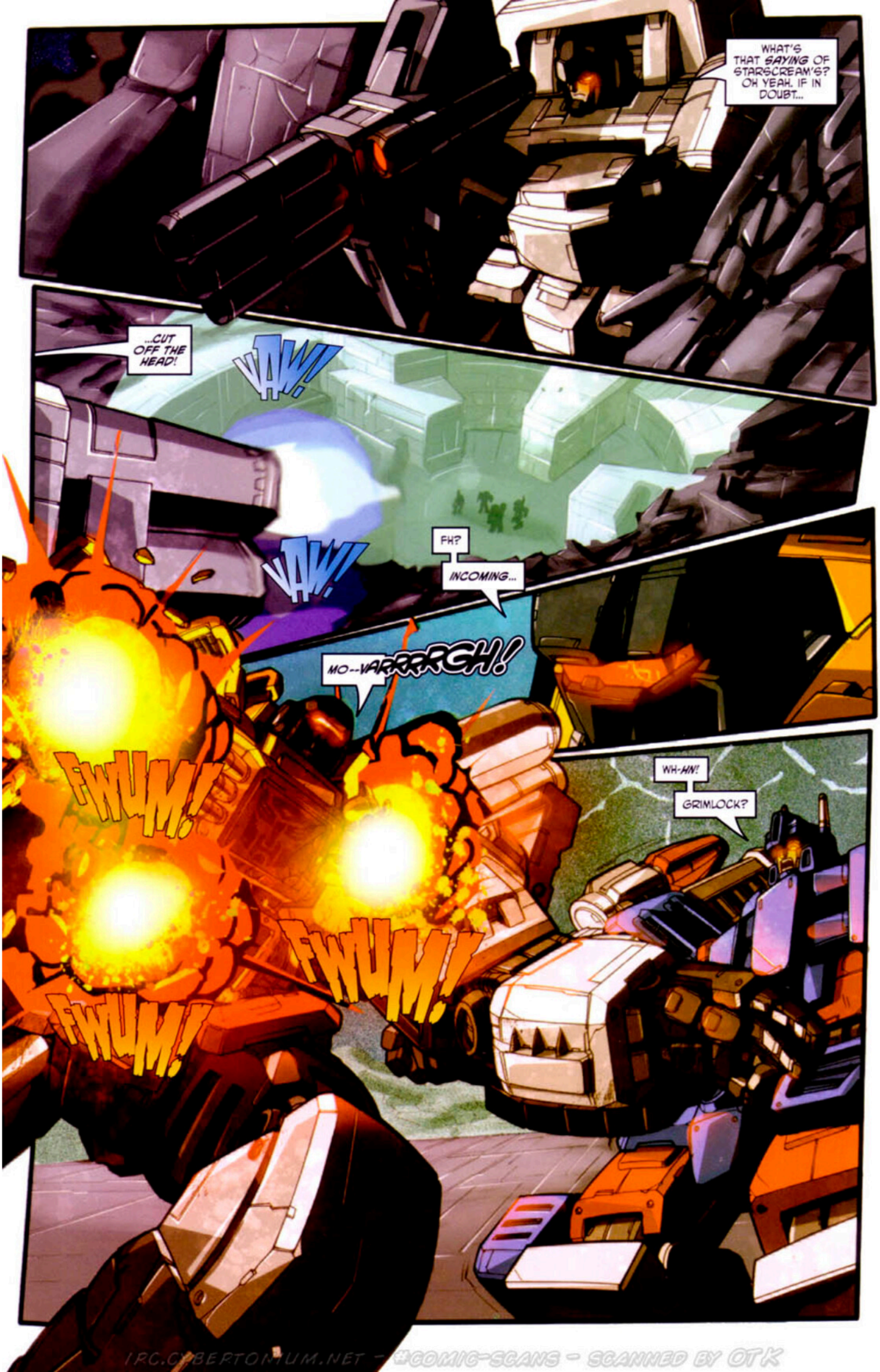

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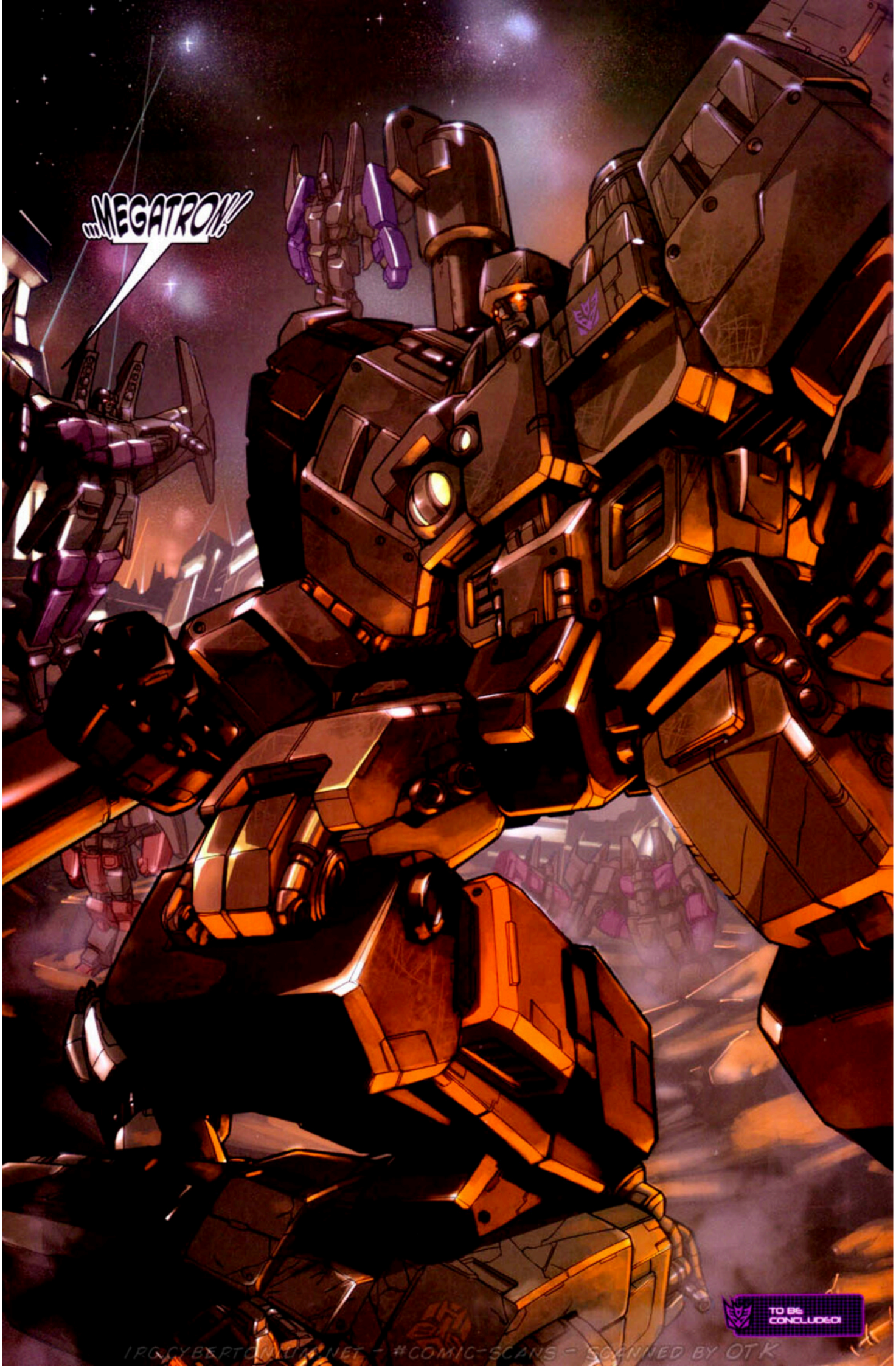

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TRANSFORMERS: WAR WITHIN c/o Dreamwave Productions
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Markham, Ontario, L3R 9T8, Canada
e-mail: tfwarwithin@dreamwaveprod.net

DECLARATIONS OF WAR

Greetings Transfans, After the incredible *Dark Ages* saga ended, we were flooded with a whole arkload of letters - so let's get to some of them! Speaking of Volume 2, if you want a great keepsake of Furman's epic storyline based around the Fallen, the *TF War Within: "The Dark Ages" TPB* is on sale now. There's quite a few super-cool extras – interviews, profiles, and more - so be sure to scoop it up!

Hello DW!
I'm really enjoying *War Within*, and it's become my favorite of the *Transformers* series you publish. It's especially good to see Andy Wildman back drawing the mechanoids. Is there any chance you could coax Geoff Senior out of retirement? I know he doesn't fit the Dreamwave "house style", but you'd be making the inhabitants of a small island nation very happy!

Thanks
Kelvin Green

Great to hear *War Within* is as hot as it was when it first came out. And yeah, having Wildman and Furman definitely makes *TF* Fans wonder what decade we are in – did we teleport back to the eighties, perchance? For those unfamiliar with what Geoff Senior is up to, here's a synopsis, courtesy of Mr. Simon Furman:

"Geoff did the covers for the *Titan TF* collections, *Target: 2006*, *FallenAngel*, *Legacy of Unicron*, *Space Pirates*, *Time Wars* and *City of Fear*. The last *TF* strip stuff he did was for a convention exclusive comic in 2000, called *Reaching the Omega Point*." As far as Senior coming aboard? How about a wonderfully ambiguous answer: "no plans yet...but you just never know."

Greetings Dreamwave,
This is my first time writing to a comic book letter page. *War Within* is most triumphant. Simon Furman and Andrew Wildman form a bodacious duo. It truly deserves its own ongoing series for two reasons. Firstly, because of its excellent cast of characters such as Ratbat, Springer, Roadbuster, Trypticon, and The Fallen. Secondly, it is due to the fact there are no humans that can dilute the story since they don't exist. I was inspired to write because I have to plead for you to make *War Within* an ongoing series, eventually make a *MTMTE* profile book, and persuade Hasbro to make a War Within cartoon followed with a toyline to appease the true *Transformers* fans. Before Dreamwave obtained the rights to the *Transformers* comics I hadn't bought a comic since I was a kid. Now I go every Wednesday in hopes for new *Transformers* comics. Thank you Dreamwave!

Optimus Chris Hanania
Carbondale, Illinois

I think everyone would love for there to be a *War Within* cartoon and toyline. There aren't any plans, but hey – it's not impossible, is it. *War Within* is a fantastic story for old and new fans, and it's great to "go back" and imagine and create what all of our TFs would have looked like before they came to Earth. For a good look at some of the designs for the *War Within* 'bots, with explanations by Don Figueroa and Andrew Wildman on how their artistic renditions came to be, check out the *TF War Within: "The Dark Ages" TPB*– it's all there!

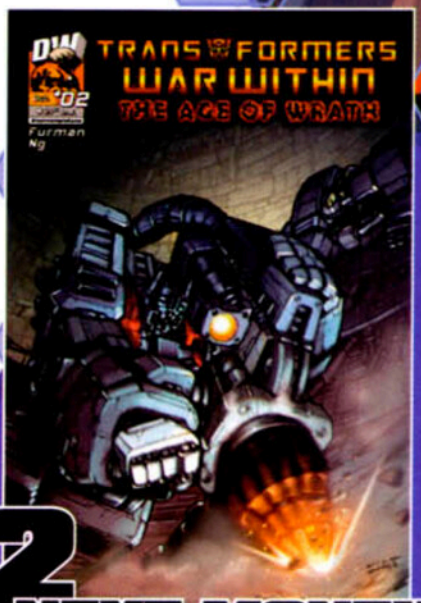
Hi,
I'm a massive fan of your *Transformers War Within* series but I came to it a bit late (they've only recently started selling your books at my local comic shop) and I can't find any copies from the first *War Within* series. I heard it was collected in a Trade Paperback but this seems almost impossible to find (assuming I'm not just being cruelly misled and it was actually released at some point). It doesn't seem to be available in your online store - did it ever come out? And where can I get my hands on it if it did?

Keep up the good work with the *TFs*,
Dan Sharp

Good news and bad news. The bad news (which is really good news, if you think about it) is that the original *TF War Within Vol. 1 TPB* is sold out in most stores. Now, for the really good news - the pocket edition is now available. Give it a go and check it out.

Well everyone, hope you're as psyched as we are about another arc in the *War Within* era! There's lots more excitement coming our way, and undoubtedly, plenty of questions and comments for the gang here at DW. So fire away, folks – we'll see you in thirty big ones!

MATT HANSEN
Copy Editor
Dreamwave Productions



#2 NEXT MONTH

PURGATORY! Defeated, enslaved, ground beneath the conquering heel of the newly returned MEGATRON and put to work in the cauldron of CYBERTRON's inner core. Surely it can't get any worse for the AUTOBOTS and their leader, ULTRA MAGNUS. Wrong, big-time! These trails and ordeals are only the tip of the iceberg in terms of MEGATRON's plans. But is all as it seems? Or is someone else pulling the strings... someone deadlier still?!

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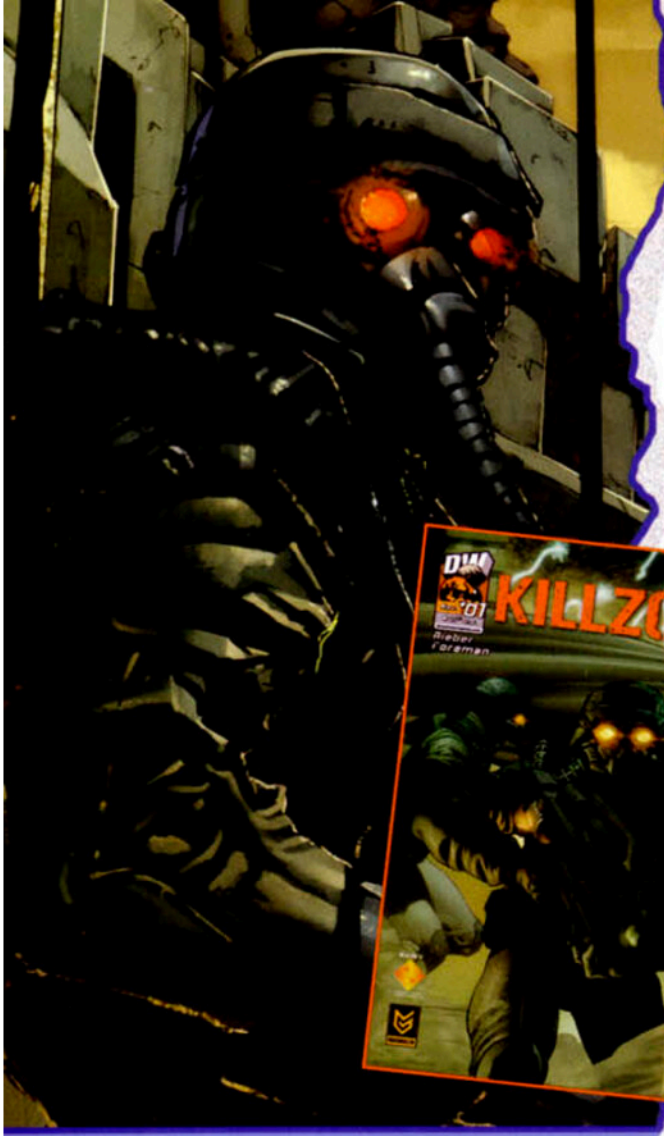

WAR IS COMING: DW BRINGS KILLZONE TO COMICS

Killzone is the next biggest thing in gaming – it sets a new precedent with recreating the intense reality of warfare. *Dreamwave* is psyched to be able to bring this amazing first-person shooter to the comic page - the hype leading up to the release of the *Killzone* game has been non-stop: gamers are saying this is the next *Halo*!

In *Dreamwave*'s adaptation, the planet Vecta has been overrun with the vicious Helghast - those gun-toting, red-eyed humanoids that have one thing in mind: annihilation! Now it's up to the Interplanetary Strategic Alliance to stop them! Although it's a sci-fi story, one of the coolest aspects of the comic and the ***Playstation2*** game is its allusion to 20th century warfare. Everything from the weapons - based on WW2 Allies and Axis guns - to the battles themselves (based on some of the most famous fights of the past hundred years), has been researched and created to make one of the coolest war stories ever.

Written by **John Ney Rieber** (*TRANSFORMERS/G.I JOE Vol.1*) and with art by **Travel Foreman** (currently working on *Marvel*'s much anticipated *Dr. Spectrum* series), *Killzone* is not to be missed! Rieber's words embody the excitement at *Dreamwave* about *Killzone*:

"I believe this game is going to redefine the genre – maybe even redefine the concept of the videogame – so when I was offered the chance to roll up my sleeves and work with these characters in this brutally textured future, to explore the stark vision of war the game embodies with an artist like Travel, my reaction was: load it up and pass me the controller! I have been waiting for an opportunity like this, and am psyched to be involved!"

It makes perfect sense that *Dreamwave* takes on *Killzone* - the game is packed with amazing features, incredible characters and hyper-detailed art – so look for more of the same in the comic! Follow the Interplanetary Strategic Alliance try and defeat the vicious Helghast as four scattered survivors unite to forge the key to humanity's continued existence. In order to so, they must make it through the dark tunnels in the bloody trenches and burning towers of a world that could become a Killzone...

Killzone #1 blazes into comic retailers everywhere this ***November***.

SEPTEMBER SWAG:

BUBBLEGUM CRISIS TOKYO 2040 LITHOGRAPH

DUEL MASTERS VOL.2 POCKET BOOK

TF ENERGON #27

TF GENERATION ONE #9

TF MICROMASTERS #4 of 4

TF WAR WITHIN "THE AGE OF WRATH" #1

TF WAR WITHIN VOL.2 "THE DARK AGES" TPB

BASE OF OPERATIONS: Toronto, ON

CURRENT/UPCOMING PROJECTS: Inker: *TF Micromasters, Killzone*

PAST PROJECTS: Inker: *TMNT, Fate of the Blade, Shidima, Sandscape, TF War Within Vol.2*

FAVORITE MOVIE: *Versus*

IF I COULD BE ANY TRANSFORMER TO BE: *Blaster. 'Cause he produces sick beats.*

DREAM COMIC PROJECT: *Daredevil or Ninja Gaiden*

FROM THE DESK OF ERIK SANDER

HI MY NAME IS E- ROCK AND WELCOME TO MY WORK SHOP
4 YEARS I'VE BEEN INKIN' BUT THE WORK DON'T STOP
IT'S ALL GOOD THOUGH 'CAUSE MY SKILLZ U CAN'T TOP
MY TRAIN OF THOUGHT YOU CAN'T POP
I'LL INK IN A SUIT OR BOXERS AND A TANK TOP

I LOVE MY JOB SO I KNOW HOW TO BEHAVE
IN CASE YOU HAVEN'T NOTICED YET I WORK AT DREAMWAVE

FROM TRANSFORMERS TO TURTLES WHAT CAN BE NEXT MAN
AWWWWWWWW GEEZ I GOT TO DO THE COVER OF X-MEN

AND IF THAT AIN'T ENOUGH TO PUT ME HIGH ON MY THRONE
PAT TO THA LEE GAVE ME THE HONOR OF WORKIN' ON KILLZONE

SOMETIMES THE EXCITMENT'S TOO MUCH, I CAN'T HANDLE IT ALL MAN
I GET TO WORK WITH THE BEST FROM PAT TO TRAVEL FOREMAN!

E-Rock
ERIK SANDER
INKER, DREAMWAVE PRODUCTIONS

SHOUT OUTS:
ALL DW PEEPS, FAMILY, STORE AND OF COURSE 24

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